

STRANGER THINGS

#208

THE MIND FLAYER

An unlikely hero steps forward when a deadly development puts the Hawkins Lab on lockdown, trapping Will and several others inside.

INT. HAWKINS LAB – GATE OBSERVATION ROOM – NIGHT

Hopper looks through the glass into the Gate room, the doctors in the room doing the same from their positions. There's a low growling. A demodog latches its claw onto the edge of the pit, before it starts to pull itself up. It stands at the edge of the pit, between the pit and the glass where Hopper and Owens stand.

OWENS: Mother of God.

The demodog looks at Hopper and Owens, chittering lowly, before it stands and puts its front claws on the glass. Hopper stares at it. Owens stands back. The demodog starts to throw itself against the glass, making Hopper step back. The demodog stops, staring at them.

OWENS (CONT'D): It's...it's polycarbonate. It can't get through.

The demodog turns its head towards the roof and growls. Other demodogs start to claw their way out of the pit and into the Gate room. Everyone in the Gate observation room starts to back away slightly.

NERDY TECHNICIAN: Mother Mary and Joseph.

The demodogs growl. One by one, they start to throw themselves at the glass, over and over again. It starts to crack.

HOPPER: You sure about that glass?

Owens looks at the control panel next to him and slams down the alarm button.

INT. HAWKINS LAB – HALLWAY – NIGHT

An alarm starts blaring. Mike and Bob look up at the alarm. Mike looks at Bob.

BOB: What the hell?

MIKE: We're too late.

Bob looks at Mike.

BOB: What?

Mike looks down the hallway at the medical room.

MIKE: We're too late!

INT. HAWKINS LAB – MEDICAL ROOM – NIGHT

Will lays in bed. Mike and Bob run into the room. Joyce walks up to them.

JOYCE: What's going on?

MIKE: We're under attack.

INT. HAWKINS LAB – HALLWAY – NIGHT

The two guards stationed outside Will's medical room walk down the hallway. One speaks into his walkie talkie.

GUARD: What's going on down there? Does anybody copy?

INT. HAWKINS LAB – GATE OBSERVATION ROOM – NIGHT

Demodogs continue to throw themselves against the glass. The glass has multiple cracks. Scientists rush out of the room.

MAN (O.S.): Hurry! Let's go!

Hopper closes the door as the last scientist leaves the room. The demodogs finally break through the glass.

INT. HAWKINS LAB – HALLWAY – NIGHT

Hopper and Owens run out, looking around. Scientists run around.

OWENS: Stairs! Stairs!

Hopper and Owens start running towards the stairwell.

INT. HAWKINS LAB – STAIRWELL – NIGHT

Hopper and Owens open the door. They run up the stairs.

INT. HAWKINS LAB – HALLWAY – NIGHT

A group of scientists run towards the elevator. The nerdy technician rapidly presses the up button. The elevator dings and opens, allowing the scientists to walk inside. They watch down the hallway in fear. The door to the Gate observation room flies off its hinges and lands in the middle of the hallway. Demodogs jump in the hallway and start running towards the elevator. The scientists back against the wall as the door starts closing.

INT. HAWKINS LAB – MEDICAL ROOM – NIGHT

Will lays in bed. Joyce and Bob sit next to him. Mike stands near the bench. He grabs a vial of sedative and a syringe, holding it up.

MIKE: We need to make Will sleep.

JOYCE: What?

MIKE: He's a spy. If he knows where we are, so does the shadow monster.

WILL: He's lying!

MIKE: He killed those soldiers. He'll kill us, too!

Will starts to thrash in the bed.

WILL: He's lying! He's lying! He's lying! He's lying! He's lying!

INT. HAWKINS LAB – HALLWAY – NIGHT

The two guards stationed outside Will's medical room walk towards the elevator. The elevator door opens to reveal demodogs eating the scientists inside. They look up at the guards and growl. The guards pull out their guns and start to back away, firing at the demodogs.

GUARD: Shit!

INT. HAWKINS LAB – MEDICAL ROOM – NIGHT

Gunshots can be heard in the distance.

BOB: Those are gunshots!

WILL: He's lying! He's lying!

Joyce grips Will's shoulders tightly.

JOYCE: Okay, Will, Will, listen, listen. Do you know who I am? Do you know who I am?

WILL: You're...you're...you're Mum.

Joyce purses her lips. She looks at Bob.

JOYCE: Hold him down.

Joyce turns and takes the vial and syringe off Mike. Bob holds Will down.

WILL: No! No! Let go! No! No! Let me go! Let go!

Joyce turns back to Will. Bob holds Will down, pulling up the sleeve on his hospital gown to give Joyce access to Will's elbow.

WILL (CONT'D): No! Let me go!

JOYCE: I'm sorry.

Will tries to pull his arm away.

WILL: Let me go!

Joyce sticks the syringe into Will's elbow. Mike covers his ears.

JOYCE: I'm sorry.

WILL: Let go!

JOYCE: I'm so sorry.

WILL: Let me go!

Joyce starts to inject Will with the sedative.

WILL (CONT'D): No! Let go! Let me go! Let me go!

The sedative kicks in, and Will starts to fall unconscious.

INT. HAWKINS LAB – HALLWAY – NIGHT

The alarm blares.

INT. HAWKINS LAB – MEDICAL ROOM – NIGHT

Hopper and Owens open the door to find Joyce and Bob standing over an unconscious Will as he lays in the bed. Hopper catches sight of the syringe in Joyce's hand. Growling and screaming in the distance makes them turn and see the demodogs starting to break through the doors at the end of the hallway.

HOPPER: We gotta go. We gotta go.

Hopper walks over to the bed and unlatches Will from the cords before picking him up. Joyce grabs the other vials of sedative as they leave the room.

INT. HAWKINS LAB – HALLWAY – NIGHT

Hopper leads the group, holding Will. Mike and Bob follow behind, followed by Owens and then Joyce. People scream in the distance. A man is thrown into the hallway a few metres in front of the group, a demodog on top of him. They stop. Gunfire behind them makes them turn and see guards firing at demodogs in the hallway they just came from. Hopper turns and opens the door to the security room. Everyone rushes inside.

HOPPER (CONT'D): Come on!

INT. HAWKINS LAB – SECURITY ROOM – NIGHT

Hopper sets Will down on a table at the far edge of the room. Joyce whimpers. Owens closes the door and locks it. Bob looks at the screens.

BOB: Oh, my God.

Everyone turns to look at the screens. Dead bodies litter the floor in many various places in Hawkins Lab. Demodogs prowl the hallways, some eating people and others walking through. The lights flicker. In an instant, the lights go out and the screens turn off.

HOPPER: Oh, my God.

EXT. HAWKINS LAB – NIGHT

Lights turn off as the building loses power, plunging it into complete darkness. Demodogs screech inside.

Cut to black.

MAIN TITLES.

CHAPTER EIGHT: THE MIND FLAYER.

EXT. HARGROVE HOUSE – FRONT YARD – NIGHT

Neil's car pulls up in the driveway next to Billy's car.

INT. HARGROVE HOUSE – KITCHEN – NIGHT

Susan and Neil walk inside and set their things down.

SUSAN: Hey, guys, we're home. Guys?

Susan walks down the hallway.

SUSAN (CONT'D): Hello?

INT. HARGROVE HOUSE – MAX'S ROOM – NIGHT

Susan opens the door.

SUSAN (CONT'D): Max?

INT. HARGROVE HOUSE – BILLY'S ROOM – NIGHT

Loud music plays as he gets ready for a date. He lights a cigarette and takes a long inhale. He sprays his hair and fixes it into place. He dabs cologne on his wrists, then sticks his hand down the front of his pants. He looks in the mirror and seems pleased with what he sees. He winks at his reflection. There's a knocking on the door.

SUSAN (CONT'D)(O.S.): Billy?

BILLY: Yeah, I'm a little bit busy in here, Susan.

NEIL (O.S.): Open the door. Right now.

Billy sighs and sets his cigarette down in the ashtray next to the mirror. He walks over and opens the door to find Susan and Neil standing outside. Neil looks angry, but Susan looks worried.

BILLY: What's wrong?

NEIL: Why don't you tell us?

BILLY: Because I don't know.

SUSAN: We can't find Maxine.

NEIL: And her window's open. Where is she?

BILLY: I don't know.

NEIL: You don't know?

Neil scoffs.

BILLY: Look, I'm sure she just, I don't know, went to the arcade or something.

Billy walks away from the door and towards his wardrobe, grabbing a jacket.

BILLY (CONT'D): I'm sure she's fine.

Neil walks into the room and stands behind Billy, arms folded.

NEIL: You were supposed to watch her.

Billy sighs. He pulls the jacket on.

BILLY: I know, Dad. I was. It's just you guys were three hours late, and, well, I have a date.

Billy turns around and pulls his hair out of the jacket collar.

BILLY (CONT'D): I'm sorry, okay?

NEIL: So that's why you've been staring at yourself in the mirror like some faggot instead of watching your sister?

BILLY: I have been looking after her all week, Dad. Okay? She wants to run off, then that's her problem, all right? She's 13 years old. She shouldn't need a full-time babysitter. And she's not my sister!

Billy turns his cassette player off. Neil grabs Billy's collar and pushes him into the bookshelf. Billy takes quick, shallow breaths.

NEIL: What did we talk about?

Neil slaps Billy, making him grunt. Susan averts her eyes.

NEIL (CONT'D): What did we...talk about?

BILLY: Respect and responsibility.

NEIL: That is right. Now, apologise to Susan.

Billy doesn't say anything, breathing heavily.

BILLY: I'm sorry, Susan.

SUSAN: It's okay, Neil, really-

NEIL: No, it's not okay. Nothing about his behaviour is okay. But he's gonna make up for it.

Neil lets go of Billy. He turns to look at Susan.

NEIL (CONT'D): He's gonna call whatever whore he's seeing tonight and cancel their date. And then he's gonna go find his sister.

Neil looks at Billy.

NEIL (CONT'D): Like the good, kind, respecting brother that he is. Isn't that right, Billy?

Billy doesn't say anything. He looks as though he's holding back tears.

NEIL (CONT'D): Isn't that right?

BILLY: (softly) Yes, sir.

Neil sighs deeply.

NEIL: I'm sorry, I couldn't hear you.

BILLY: Yes, sir.

NEIL: Find Max.

Neil turns and walks away from Billy. Susan moves slightly to allow Neil to leave, before she herself leaves. As soon as the door closes, Billy allows the tears to fall. He throws a bottle against the wall.

EXT. HAWKINS WOODS – TRAIN TRACKS – NIGHT

Steve, Dustin, Lucas, and Max walk along.

LUCAS: You're positive that was Dart?

DUSTIN: Yes. He had the same exact yellow pattern on his butt.

MAX: He was tiny two days ago.

DUSTIN: Well, he's moulted three times already.

STEVE: Malted?

DUSTIN: Moulded. Shed his skin to make room for growth like hornworms.

MAX: When's he gonna moult again?

DUSTIN: It's gotta be soon. When he does, he'll be fully grown, or close to it. And so will his friends.

STEVE: Yeah, and he's gonna eat a lot more than just cats.

Lucas steps in front of Dustin and stops the group from walking.

LUCAS: Wait, a cat?

Dustin takes a step back.

LUCAS (CONT'D): Dart ate a cat?

DUSTIN: No, what? No.

STEVE: What are you talking about? He ate Mews.

MAX: Mews? Who's Mews?

STEVE: It's Dustin's cat.

DUSTIN: Steve!

LUCAS: I knew it! You kept him!

DUSTIN: No! No. No, I...no, I...he missed me. He wanted to come home.

LUCAS: Bullshit!

DUSTIN: I didn't know he was a Demogorgon, okay?

LUCAS: Okay, so now you admit it?

MAX: Guys, who cares? We have to go.

LUCAS: I care! You put the party in jeopardy! You broke the rule of law!

DUSTIN: So did you!

LUCAS: What?

Dustin shines his torch at Max, making her move her head back.

DUSTIN: You told a stranger the truth!

Max scoffs.

MAX: A stranger?

LUCAS: You wanted to tell her, too!

DUSTIN: Yeah, but I didn't, Lucas, okay?

There's a faint screeching in the distance. Steve is the only one who hears it, turning his head to look in that direction.

DUSTIN (CONT'D): I didn't tell her!

Steve turns in the direction of the screeching, pointing his torch and walking slowly towards it.

Dustin, Lucas, and Max don't notice.

DUSTIN (CONT'D): We both broke the rule of law, okay? So we're even. We're even.

LUCAS: No, no! We're not even. Don't even try that. Your stupid pet could have ate us for dinner!

DUSTIN: That was not my fault!

STEVE: Hey, guys?

DUSTIN: He wasn't gonna eat us.

LUCAS: Oh, so he was crawling to come say hello?

Steve turns around to look at the kids.

STEVE: Guys!

The kids stop shouting at each other and look over at Steve. He turns back to look in the direction of the screeching. He slings his bat over his shoulder and starts walking. Dustin and Lucas run after Steve, but Max stays put.

MAX: No, no, no. Hey, guys, why are you headed towards the sound? Hello? Hello?

Max looks around.

MAX (CONT'D): Shit.

Max runs after the boys.

EXT. HAWKINS WOODS – NIGHT

The group stands at the edge of a hill, looking out at the woods. It's pitch black, with fog in the air and lights far in the distance. The screeching continues.

DUSTIN: I don't see him.

Lucas grabs his binoculars and uses them to look around. He spots the pitch-black lab.

LUCAS: It's the lab.

Lucas lowers his binoculars.

LUCAS (CONT'D): They were going back home.

INT. HAWKINS LAB – HALLWAY – NIGHT

The only lights come from the alarms. Dead bodies line the ground, some intact, some split apart. A demodog runs past, growling.

INT. HAWKINS LAB – SECURITY ROOM – NIGHT

Owens bends over and annotates a set of maps on a desk. Hopper holds a torch above him. Joyce, Mike, and Bob stand behind.

OWENS: Look, this is us, and this is the nearest exit. But even if we somehow make it there, there's no way out.

HOPPER: What do you mean?

Owens stands up straight and looks at Hopper.

OWENS: The locks are fail secure.

JOYCE: Fail secure?

OWENS: If there's a power outage, the building goes on full lockdown.

BOB: Can it be unlocked remotely?

OWENS: With a computer, sure, but somebody's gotta reset the breakers.

HOPPER: Where are the breakers?

OWENS: Breakers are in the basement, three floors down.

Hopper turns and walks towards the door. Bob walks towards him, facing Hopper.

BOB: Hey, where are you going?

Hopper stops at the door and turns to Bob.

HOPPER: To reset the breakers.

BOB: Okay, then what?

HOPPER: Then we get the hell out of here.

BOB: No, then the power comes back on. If you wanna unlock the doors, you have to completely reboot the computer system, and then override the security codes with a manual input.

HOPPER: Fine, how do I do that?

BOB: You can't. Not unless you know BASIC.

HOPPER: I don't know what that means.

MIKE: It's a computer programming language.

Hopper walks towards Bob.

HOPPER: All right, teach it to me.

Bob scoffs.

BOB: Shall I teach you French while I'm at it, Jim? How about a little German?

Bob turns to look at Owens.

BOB (CONT'D): How about you, Doc? You speak BASIC?

OWENS: No.

Bob sighs.

BOB: Okay, I got this.

Bob looks at Hopper.

BOB (CONT'D): I got this.

JOYCE: No. Bob.

Joyce walks up to Bob.

BOB: It's okay.

Joyce and Bob share a hug.

BOB (CONT'D): It's gonna be okay. Remember, Bob Newby, superhero.

Joyce lets out a small chuckle.

INT. HAWKINS LAB – HALLWAY – NIGHT

A guard lays dead on the ground. Hopper grabs his feet and drags the guard into the stairwell, where Bob waits.

INT. HAWKINS LAB – STAIRWELL – NIGHT

HOPPER: Okay, grab his walkie.

Bob takes the guard's walkie and puts it on himself, putting the earpiece in his ear. Hopper grabs the guard's guns and reloads the smaller one.

HOPPER (CONT'D): All right, do you know how to use one of these?

BOB: No.

Hopper quickly demonstrates how to use the handgun.

HOPPER: Safety on. Safety off. Point. Squeeze.

Hopper hands the handgun to Bob, who takes it.

BOB: Point and squeeze. Okay. Easy-peasy.

Hopper pushes the gun away when Bob allows it to drift over.

HOPPER: If anything happens down there, I want you to come right back up.

BOB: Come right back here. Listen. Don't wait for me. As soon as I get those doors open...

HOPPER: I'm gonna get them out.

BOB: Yeah?

HOPPER: I promise.

BOB: Okay, well...I'll be in touch.

Bob stands up and starts down the stairs.

EXT. HAWKINS LAB – NIGHT

Jonathan's car pulls up outside the gate. Jonathan and Nancy get out, looking at the pitch-black lab.

JONATHAN: Why are the lights off?

NANCY: Maybe it's closed?

JONATHAN: What, security just took the night off?

Jonathan closes the door.

JONATHAN (CONT'D): I don't think so.

Jonathan walks into the gate stand and presses the button to open the gate. Nothing happens. He presses the button a few more times. Still nothing. Nancy closes the door and walks over. Jonathan starts to flick the breaker switch.

NANCY: It's not working?

JONATHAN: No! The power's off.

Nancy looks off into the woods.

NANCY: Jonathan?

JONATHAN: What?

Jonathan looks up and tries to see what Nancy's looking at. There's rustling.

NANCY: I think there's something in the woods.

Nancy and Jonathan walk to stand near the edge of the driveway, looking up at the woods. Jonathan grabs Nancy's arm and pulls her back slightly.

JONATHAN: Nancy, stay back.

The pair stare into the woods, seeing torchlights.

JONATHAN (CONT'D): Hello? Who's there? Who's there?

Steve, Dustin, Lucas, and Max walk out of the woods, staring at Nancy and Jonathan in disbelief.

NANCY and JONATHAN (IN UNISON): Steve?

The group start to walk towards Nancy and Jonathan.

STEVE: Nancy?

DUSTIN: Jonathan.

Nancy and Jonathan start to walk towards the group.

NANCY: What are you doing here?

STEVE: What are you doing here?

The two groups meet in the middle.

NANCY: We're looking for Mike and Will.

Dustin tilts his head to the side slightly to gesture at Hawkins Lab.

DUSTIN: They're not in there, are they?

NANCY: We're not sure.

JONATHAN: Why?

Demodogs screech in the distance, making the group turn and look at Hawkins Lab. Jonathan starts to look really worried.

INT. HAWKINS LAB – STAIRWELL – NIGHT

Bob makes his way down the stairs, quickly but quietly.

INT. HAWKINS LAB – BASEMENT – NIGHT

Bob walks through, cautiously looking around. Air suddenly hisses from a boiler, dispersing steam into the air above Bob and making him jump from the noise. He pants.

BOB: Keep it together, Bob.

INT. HAWKINS LAB – BASEMENT – BREAKER ROOM – NIGHT

Bob opens the door and looks inside. He gasps when he sees dead bodies inside.

BOB (CONT'D): Oh, God.

Bob pants as he quietly closes the door behind him. He takes a deep breath and walks into the room, carefully stepping over the dead bodies. He walks up to the main breakers.

BOB (CONT'D): Okay, here we go.

Bob flips a breaker up with a grunt, turning the power back on.

INT. HAWKINS LAB – HALLWAY – NIGHT

The lights turn back on.

INT. HAWKINS LAB – BASEMENT – BREAKER ROOM – NIGHT

Bob flips another breaker.

INT. HAWKINS LAB – HALLWAY – NIGHT

The lights turn back on.

INT. HAWKINS LAB – BASEMENT – BREAKER ROOM – NIGHT

Bob flips another breaker.

INT. HAWKINS LAB – SECURITY ROOM – NIGHT

The lights turn back on, followed by the screens. Hopper, Mike, Joyce, and Owens look at the screens. They see Bob in the breaker room.

MIKE: He made it.

EXT. HAWKINS LAB – NIGHT

There's indistinct chatter as the group argues. They don't notice the lights in Hawkins Lab turn on.

STEVE: I don't know.

Nancy notices that the lights are on and pushes through the group to look.

JONATHAN: We haven't seen Will-

STEVE: I haven't seen him since...

NANCY: The power's back.

The group run over to the gate stand, with Jonathan running into the stand first. He presses the button to open the gate. Nothing. He keeps pressing it. Still nothing. The group stares at the gate, confused.

DUSTIN: Let me try.

JONATHAN: Hang on-

Dustin pushes into the stand, pushing Jonathan back.

DUSTIN: Let me try, Jonathan!

Dustin presses the button over and over. Still nothing.

JONATHAN: Yeah.

DUSTIN: Son of a bitch! You know what...

Dustin presses the button again.

INT. HAWKINS LAB – SECURITY ROOM – NIGHT

Owens presses the button to turn on the microphone.

OWENS: Okay, Bob, can you hear us?

INT. HAWKINS LAB – BASEMENT – BREAKER ROOM – NIGHT

BOB: Loud and clear, Doc. Can you hear me back?

Bob turns the computer on.

OWENS (ON RADIO): Yeah, we hear you all right.

BOB: All right, give me a minute.

Bob sets to work.

BOB (CONT'D): Come on.

After a lot of typing, the computer beeps and brings up three options: [1] ALARM SYSTEM; [2] FIRE ALARM SYSTEM; and [3] DOOR ACCESS. Bob clicks down to [3]. It brings up six options: [1] FIRST FLOOR – LOCKED; [2] SECOND FLOOR – LOCKED; [3] THIRD FLOOR – LOCKED; [4] BASEMENT – LOCKED; [5] ROOF ACCESS – LOCKED; and [6] OUTDOOR GATE – LOCKED.

BOB (CONT'D): Open sesame.

Bob presses a button.

EXT. HAWKINS LAB – NIGHT

The lock above the main door buzzes, the doors unlocking.

INT. HAWKINS LAB – SECURITY ROOM – NIGHT

OWENS: It's open.

Owens looks at Hopper.

INT. HAWKINS LAB – BASEMENT – BREAKER ROOM – NIGHT

BOB: Okay.

Bob goes through all the options and flicks them to being unlocked.

EXT. HAWKINS LAB – NIGHT

The gate beeps and starts to open.

DUSTIN: Hey! I got it!

Dustin chuckles. Jonathan runs out of the stand.

DUSTIN (CONT'D): I got it!

The group stares at the gate as it opens.

INT. HAWKINS LAB – BASEMENT – BREAKER ROOM – NIGHT

BOB: Easy-peasy.

INT. HAWKINS LAB – SECURITY ROOM – NIGHT

HOPPER: Son of a bitch did it.

INT. HAWKINS LAB – BASEMENT – BREAKER ROOM – NIGHT

BOB: Right, I'll meet you outside.

INT. HAWKINS LAB – SECURITY ROOM – NIGHT

Hopper and Joyce check on Will. Owens watches as Bob starts to leave the breaker room.

OWENS: Nice job.

Owens then notices a demodog in the stairwell Bob came from.

OWENS (CONT'D): Hold on a second, Chief.

Hopper and Joyce walk back to Owens.

HOPPER: What's wrong?

OWENS: West stairwell's not clear anymore.

INT. HAWKINS LAB – BASEMENT – BREAKER ROOM – NIGHT

Bob stops before the door.

BOB: What's going on?

INT. HAWKINS LAB – SECURITY ROOM – NIGHT

OWENS: We've got some company.

INT. HAWKINS LAB – BASEMENT – BREAKER ROOM – NIGHT

BOB: Where?

INT. HAWKINS LAB – SECURITY ROOM – NIGHT

OWENS: The west stairwell.

INT. HAWKINS LAB – BASEMENT – BREAKER ROOM – NIGHT

Bob turns around.

BOB: I got an idea.

Bob walks back to the computer and starts typing. He clicks on [2] FIRE ALARM SYSTEM. It brings up five options: [1] SMOKE DETECTORS; [2] CARBON MONOXIDE; [3] EMS RELAY; [4] HYDRANT VALVES; and [5] SPRINKLER SYSTEM. He clicks down to [5].

INT. HAWKINS LAB – SECURITY ROOM – NIGHT

OWENS: What the hell's he doing?

INT. HAWKINS LAB – BASEMENT – BREAKER ROOM – NIGHT

The computer brings up eight options: [1] MAIN LOBBY; [2] THIRD FLOOR – WEST CORRIDOR; [3] THIRD FLOOR – EAST CORRIDOR; [4] SECOND FLOOR – WEST CORRIDOR; [5] SECOND FLOOR – EAST CORRIDOR; [6] FIRST FLOOR – WEST CORRIDOR; [7] FIRST FLOOR – EAST CORRIDOR; and [8] BASEMENT. He clicks down to [7].

BOB: Okay. And...splash.

Bob presses enter.

INT. HAWKINS LAB – HALLWAY – NIGHT

The sprinklers turn on.

INT. HAWKINS LAB – SECURITY ROOM – NIGHT

Hopper, Joyce, and Owens watch on the screen as the sprinklers turn on. The demodog in the stairwell hears and lets out a chitter, before it runs up the stairs.

OWENS: Okay. Okay, that worked. Now, get out of there.

INT. HAWKINS LAB – BASEMENT – BREAKER ROOM – NIGHT

OWENS (CONT'D)(ON RADIO): Go! Go!

Bob grabs torch and leaves the breaker room, leaving the gun behind.

INT. HAWKINS LAB – SECURITY ROOM – NIGHT

Hopper picks up Will and slings him over his shoulder with a grunt. He heads towards the door.

OWENS (CONT'D): Wait a second, Chief?

Owens stands up and holds out a radio to Hopper.

HOPPER: What?

OWENS: Take this.

Hopper takes the radio, looking slightly confused.

HOPPER: What are you doing?

OWENS: Any more surprises, I'll let you know. Go. Go!

INT. HAWKINS LAB – HALLWAY – NIGHT

Hopper walks out of the security room, Will over his shoulder and machine gun at the ready. He looks down the hallway before turning in one direction. Mike and Joyce carefully step out of the security room. The group slowly makes their way down the hallway.

INT. HAWKINS LAB – STAIRWELL – NIGHT

Bob runs upstairs, panting.

INT. HAWKINS LAB – FOYER – NIGHT

Mike, Joyce, and Hopper and Will run into the lobby and towards the main doors. Mike opens the door, allowing Hopper and Will to walk out. Joyce turns around and stands next to a pillar, waiting for Bob.

JOYCE: Come on, Bob. Come on.

INT. HAWKINS LAB – HALLWAY – NIGHT

Bob walks out of the stairwell, looking around.

OWENS (ON RADIO): Hey, Bob?

BOB: Yeah?

INT. HAWKINS LAB – SECURITY ROOM – NIGHT

OWENS: I'm gonna guide you, okay?

INT. HAWKINS LAB – HALLWAY – NIGHT

BOB: Is there a problem?

INT. HAWKINS LAB – SECURITY ROOM – NIGHT

OWENS: No, it's just...it's, uh, getting a little crowded up here, so we're gonna have to take this slow.

INT. HAWKINS LAB – HALLWAY – NIGHT

BOB: Okay.

INT. HAWKINS LAB – SECURITY ROOM – NIGHT

OWENS: All right, just start walking.

INT. HAWKINS LAB – HALLWAY – NIGHT

Bob slowly starts walking down the hallway.

OWENS (CONT'D)(ON RADIO): Okay, good.

INT. HAWKINS LAB – SECURITY ROOM – NIGHT

Owens watches as Bob turns the corner.

INT. HAWKINS LAB – HALLWAY – NIGHT

OWENS (CONT'D)(ON RADIO): Okay, now, your next right.

Bob turns the corner. He lets out a small exhale upon seeing the dead bodies but keeps going.

INT. HAWKINS LAB – SECURITY ROOM – NIGHT

OWENS (CONT'D): Now, keep going, keep going, keep going...

INT. HAWKINS LAB – HALLWAY – NIGHT

Bob starts to job, looking behind him occasionally.

INT. HAWKINS LAB – SECURITY ROOM – NIGHT

Owens sees a demodog round the corner in the hallway adjacent to Bob's, near the lifts.

OWENS (CONT'D): Stop!

INT. HAWKINS LAB – HALLWAY – NIGHT

Bob comes to a stop, panting.

BOB: What?

INT. HAWKINS LAB – SECURITY ROOM – NIGHT

BOB (CONT'D)(ON RADIO): What?

OWENS: Bob, there's a door on your left, do you see that?

INT. HAWKINS LAB – HALLWAY – NIGHT

Bob turns to his left and sees a door.

BOB: Yeah?

INT. HAWKINS LAB – SECURITY ROOM – NIGHT

OWENS: That's a closet.

INT. HAWKINS LAB – HALLWAY – NIGHT

BOB: Okay?

OWENS (ON RADIO): Yeah, I need you to get in it.

BOB: What?

INT. HAWKINS LAB – SECURITY ROOM – NIGHT

The demodog gets closer.

OWENS: Now! Right now. Get in the closet.

INT. HAWKINS LAB – HALLWAY – NIGHT

Bob turns and quickly backs into the closet and closes the door.

INT. HAWKINS LAB – SUPPLY CLOSET – NIGHT

Bob backs into a shelf with a small bang, keeping still.

INT. HAWKINS LAB – SECURITY ROOM – NIGHT

Owens watches as the demodog looks down the hallway Bob was just in.

INT. HAWKINS LAB – SUPPLY CLOSET – NIGHT

Bob turns off his torch, panting. The demodog's shadow can be seen under the door, and it chitters softly. Bob squeezes his eyes shut, keeping quiet. The demodog's shadow stands outside the door, its head dipping down as if trying to look under the door. It growls softly. After a few moments, it walks away, continuing down the hallway.

INT. HAWKINS LAB – SECURITY ROOM – NIGHT

Owens watches as the demodogs walks down the hallway and away from the closet.

INT. HAWKINS LAB – SUPPLY CLOSET – NIGHT

Bob lets out his breath, gasping slightly.

INT. HAWKINS LAB – SECURITY ROOM – NIGHT

OWENS: Jesus Christ.

Owens sighs.

OWENS (CONT'D): Okay.

INT. HAWKINS LAB – SUPPLY CLOSET – NIGHT

OWENS (CONT'D)(ON RADIO): How you holding up there, Bob? You all right?

BOB: Yeah. Yeah.

OWENS (ON RADIO): You got a pretty clear shot to the front door.

Bob nods. He takes a deep breath.

BOB: Okay.

OWENS (ON RADIO): You can do this, okay?

INT. HAWKINS LAB – SECURITY ROOM – NIGHT

OWENS (CONT'D): You're almost home free, all right, Bob?

INT. HAWKINS LAB – SUPPLY CLOSET – NIGHT

Bob takes deep breaths, psyching himself up.

INT. HAWKINS LAB – HALLWAY – NIGHT

Bob slowly opens the closet door and walks out. A broom falls past him and brushes his shoulder. He looks at it but is too late. It hits the ground with a thud, bouncing and hitting the ground again. Bob looks down at the broom, then up at the hallway the demodog went down, realising it must have heard.

INT. HAWKINS LAB – SECURITY ROOM – NIGHT

Owens watches as the demodog stops.

INT. HAWKINS LAB – HALLWAY – NIGHT

The demodog slowly turns around, growling. Bob stares at the demodog in fear. The demodog stares at Bob, growling.

INT. HAWKINS LAB – SECURITY ROOM – NIGHT

OWENS (CONT'D): Run!

INT. HAWKINS LAB – HALLWAY – NIGHT

Bob takes off running. Bob rounds a corner and runs down the hallway. He looks behind him to see the demodog slide into the hallway and hit the wall. It regains its balance and chases after him, screeching. Bob looks forwards as he runs, letting out a scream. He pushes open a pair of doors and keeps running. He looks behind him to see the demodog gaining on him. He runs into a pair of doors with a grunt, fumbling to open the door. He opens the door and slips inside, holding it closed behind him.

INT. HAWKINS LAB – FOYER – NIGHT

Bob backs away from the doors. They shake as the demodog throws itself against it, screeching. Bob rests his hands on his knees as he catches his breath. Joyce walks forward.

JOYCE: Bob!

Bob slowly turns his head to see Joyce standing there. He pants.

JOYCE (CONT'D): Bob.

Bob stands up. A small smile crosses his face, looking relieved to see that Joyce is okay. He takes a step in Joyce's direction and is attacked by a demodog from the side, being thrown to the ground. He lets out a yell. Joyce screams in horror. Bob struggles to hold the demodog's mouth away as it pins him down. The demodog stabs a claw into Bob's side. He screams.

JOYCE (CONT'D): No!

Hopper opens the door and runs in. The demodog opens its mouth wide and bites Bob's shoulder.

JOYCE (CONT'D): No!

Hopper stands on the other side of Joyce and aims the machine gun at the demodog, firing. It looks up and roars at him. Demodogs burst through the doors that Bob closed, the doors coming off their hinges. Hopper aims the gun at them and starts firing. More join. Hopper lowers the gun upon realising that nothing can be done, turning to Joyce.

HOPPER: Go!

The demodog rips skin away from Bob's shoulder before going back for more. Bob screams, covered in blood. Hopper grabs Joyce around the waist and starts pulling her towards the door. She struggles, eyes pinned on Bob.

JOYCE: No!

HOPPER: Go!

Joyce holds her hand out towards Bob. He holds his hand out towards her.

JOYCE: Bob!

Hopper opens the door.

JOYCE (CONT'D): Bob!

EXT. HAWKINS LAB – NIGHT

Hopper pulls Joyce outside.

JOYCE (CONT'D): No!

Mike looks at Joyce and Hopper as he tries to hold up Will.

MIKE: What happened?

Joyce struggles against Hopper to get back inside.

JOYCE: No!

Demodogs run up to the door and start throwing themselves against it.

JOYCE (CONT'D): No!

Hopper pushes Joyce away from the doors.

HOPPER: He's gone!

JOYCE: No!

HOPPER: He's gone!

JOYCE: No!

A horn honking rapidly makes Mike look towards the road and see Jonathan's car pull up, with Jonathan and Nancy inside.

JONATHAN: Come on! Get in!

Hopper takes Will from Mike, bending down to throw him over his shoulder. Mike helps Joyce stand up as she almost collapses. They head towards the car as the demodogs throw themselves against the doors.

JONATHAN (CONT'D): Come on!

EXT. HAWKINS LAB – NIGHT

Steve, Dustin, Lucas, and Max stand outside the gate, waiting for the others to get back. Max notices the cars first.

MAX: Guys?

Steve, Dustin, Lucas, and Max watch as Jonathan's car and Hopper's truck race around the corner, tires screeching. Jonathan honks his horn as the two vehicles speed towards the group.

DUSTIN: Look out!

The group runs to the side to get out of the way.

MAX: Hey, guys, get back!

Jonathan's car races past, horn honking. Hopper's truck screeches to a stop next to the group.

HOPPER: Let's go.

Steve opens the passenger door and ushers the kids into the backseat.

STEVE: Come on. Let's go. Let's go, come on! Hurry! Get in! Go, go, go! Come on, let's go! Let's go! Come on! Get in! Get in!

Steve hops into the truck and closes the door.

STEVE (CONT'D): Okay, let's go!

Hopper's truck peels off.

INT. HAWKINS LAB – FOYER – NIGHT

Demodogs feast on Bob's lifeless body. Blood covers his upper body and the floor.

Cut to black.

INT. BYERS HOUSE (HAWKINS) – LOUNGE ROOM – NIGHT

Will lays on the couch, unconscious. Jonathan sits next to him, gently stroking his head.

JONATHAN: I'm sorry, bud.

Nancy puts her hand on Jonathan's shoulder.

JONATHAN (CONT'D): Sorry I wasn't there. I should have been there.

The camera pans away from Nancy, Jonathan, and Will and towards the Byers kitchen. Steve stands at the edge of the lounge room, watching the trio.

INT. BYERS HOUSE (HAWKINS) – KITCHEN – NIGHT

Hopper stands at the edge of the hallway, watching the trio as he talks on the phone.

HOPPER: Sam Owens. Dr. Sam Owens.

WOMAN (ON PHONE): How many people at the lab?

HOPPER: I don't know how many people are there!

Steve turns and walks past Hopper into the kitchen. The camera stays on Hopper.

HOPPER (CONT'D): I don't know how many people are left alive!

WOMAN (ON PHONE): Have you contacted the police?

HOPPER: I am the police! Chief Jim Hopper!

WOMAN (ON PHONE): Is there a number I can reach you at?

HOPPER: Yes, the number that I gave you, yes.

WOMAN (ON PHONE): Okay, yes, I got it.

HOPPER: 6767...

WOMAN (ON PHONE): I'll have them contact you.

HOPPER: I will be here.

Hopper hangs up the phone. The camera travels slightly past him and further into the kitchen. Mike, Lucas, and Max sit at the kitchen table. Dustin stands. All four of them looking at Hopper. Steve stands at the sink, looking outside.

DUSTIN: They didn't believe you, did they?

Hopper turns around to look at them.

HOPPER: We'll see.

MIKE: "We'll see"? We can't just sit here while those things are loose!

HOPPER: We stay here, and we wait for help.

Hopper walks away.

INT. BYERS HOUSE (HAWKINS) – HALLWAY – NIGHT

Hopper walks up to Joyce's room, carefully leaning against the door. He knocks softly.

INT. BYERS HOUSE (HAWKINS) – JOYCE'S ROOM – NIGHT

Hopper slowly opens the door and stands in the doorway. Joyce sits on the edge of her bed, a blanket wrapped around her shoulders. Hopper walks over and sits on the ground in front of her, leaning against the dresser. They sit in silence.

INT. BYERS HOUSE (HAWKINS) – KITCHEN – NIGHT

Mike, Dustin, Lucas, and Max sit at the kitchen table, not saying anything. Steve leans against the kitchen sink. Mike looks at the phone, waiting for it to ring. His eyes drift and land on the pile of board games Bob had brought for Will. He stands up and walks over to it, picking up the puzzle cube and holding it in his hands.

MIKE: Did you guys know that Bob was the original founder of Hawkins AV?

LUCAS: Really?

Mike turns around and looks into the kitchen.

MIKE: He petitioned the school to start it and everything. Then he had a fundraiser for equipment. Mr. Clarke learned everything from him.

Mike walks back to the kitchen.

MIKE (CONT'D): Pretty awesome, right?

DUSTIN: Yeah.

LUCAS: Yeah.

Mike sets the puzzle cube down on the kitchen table.

MIKE: We can't let him die in vain.

DUSTIN: Well, what do you want to do, Mike? All right? The Chief's right on this. We can't stop those demodogs on our own.

MAX: Demodogs?

DUSTIN: Demogorgon dogs. Demodogs. It's like a compound. It's like a play on words, you know-

MAX: Okay.

Dustin lets out a small sigh.

DUSTIN: I mean, when it was just Dart, maybe...

LUCAS: But there's an army now.

DUSTIN: Precisely.

MIKE: His army.

STEVE: What do you mean?

MIKE: His army. Maybe if we stop him, we can stop his army, too.

INT. BYERS HOUSE (HAWKINS) – WILL'S ROOM – NIGHT

Mike runs in and grabs Will's drawing of the Mind Flayer. He shows the others.

DUSTIN: The shadow monster.

MIKE: It got Will that day on the field. The doctor said it was like a virus, it infected him.

MAX: And so this virus, it's connecting him to the tunnels?

MIKE: To the tunnels, to the monsters, to the Upside Down, everything.

STEVE: Whoa. Slow down. Slow down.

MIKE: Okay, so, the shadow monster's inside everything. And if the vines feel something like pain, then so does Will.

LUCAS: And so does Dart.

MIKE: Yeah. It's like what Mr. Clarke taught us. The hive mind.

STEVE: Hive mind?

DUSTIN: A collective consciousness. It's a super-organism.

MIKE: And this is the thing that controls everything. It's the brain.

DUSTIN: Like the Mind Flayer.

Lucas clicks his fingers in recognition. Max and Steve look confused.

MAX: The what?

STEVE: What?

INT. BYERS HOUSE (HAWKINS) – KITCHEN – NIGHT

Dustin sets his D&D book down on the table, open to the page on the Mind Flayer. Everyone except for Joyce and Will crowds around the table.

DUSTIN: The Mind Flayer.

HOPPER: What the hell is that?

DUSTIN: It's a monster from an unknown dimension. It's so ancient that it doesn't even know its true home. Okay, it enslaves races of other dimensions by taking over their brains using its highly developed psionic powers.

HOPPER: Oh, my God, none of this is real. This is a kids' game.

DUSTIN: No, it's a manual. And it's not for kids. And unless you know something that we don't, this is our best metaphor-

LUCAS: Analogy.

DUSTIN: Analogy? That's what you're worried about? Fine. An analogy for understanding whatever the hell this is.

NANCY: Okay, so this Mind Flamer thing-

DUSTIN: Flayer. Mind Flayer.

Nancy sighs.

NANCY: What does it want?

DUSTIN: To conquer us, basically. It believes it's the master race.

STEVE: Like the Germans?

Nancy gives Steve a "what the heck" look.

DUSTIN: Uh, the Nazis?

STEVE: Yeah, yeah, yeah, the Nazis.

DUSTIN: Uh...if the Nazis were from another dimension, totally. Uh, it views other races, like us, as inferior to itself.

MIKE: It wants to spread and take over other dimensions.

LUCAS: We are talking about the destruction of our world as we know it.

STEVE: That's great. That's great. That's really great. Jesus!

Steve walks away from the table and starts pacing in the back part of the kitchen. Nancy picks up the D&D book and walks to where Steve had been standing.

NANCY: Okay, so if this thing is like a brain that's controlling everything, then if we kill it...

MIKE: We kill everything it controls.

DUSTIN: We win.

LUCAS: Theoretically.

Hopper grabs the D&D book from Nancy.

HOPPER: All right. Great. So how do you kill this thing? Shoot it with Fireballs or something?

Dustin chuckles.

DUSTIN: No. No, no Fire-

Dustin glances at Hopper and drops his smile.

DUSTIN (CONT'D): No Fireballs. Uh, you summon an undead army, uh, because...because zombies, you know, they don't have brains, and the Mind Flayer, it...it...it likes brains. It's just a game. It's a game.

Hopper closes the D&D book and drops it onto the table in annoyance.

HOPPER: What the hell are we doing here?

Hopper walks away from the table and towards the phone.

DUSTIN: I thought we were waiting for your military backup.

HOPPER: We are!

MIKE: But even if they come, how are they gonna stop this? You can't just shoot this with guns.

HOPPER: You don't know that! We don't know anything!

MIKE: We know it's already killed everybody in that lab.

LUCAS: And we know the monsters are gonna moult again.

DUSTIN: And we know that it's only a matter of time before those tunnels reach this town.

JOYCE (O.S.): They're right.

Everyone turns to see Joyce standing in the hallway.

JOYCE (CONT'D): We have to kill it.

Hopper walks towards Joyce.

JOYCE (CONT'D): I want to kill it.

HOPPER: Me, too.

JOYCE: I-

HOPPER: Me, too, Joyce, okay? But how do we do that? We don't exactly know what we're dealing with here.

MIKE (O.S.): No. But he does.

Hopper turns to see Mike walking towards the lounge room, his eyes trained on Will. The others start to follow.

MIKE (CONT'D): If anyone knows how to destroy this thing, it's Will. He's connected to it. He'll know its weakness.

MAX: I thought we couldn't trust him anymore. That he's a spy for the Mind Flayer now.

MIKE: Yeah, but he can't spy if he doesn't know where he is.

INT. BYERS HOUSE (HAWKINS) – SHED – NIGHT

Hopper opens the door and walks in, turning on the light. Mike stands behind him.

HOPPER: Yeah, this'll work.

EXT. BYERS HOUSE (HAWKINS) – BACK YARD – NIGHT

Hopper grunts as he pulls things out of the shed and dumps them outside. Soon, the shed is empty, and there's a pile of things outside.

INT. BYERS HOUSE (HAWKINS) – SHED – NIGHT

Steve and Nancy work to put tarps up on the walls. Steve stands on a step and uses a staple gun to staple part of a tarp to the top of a shed wall. Nancy pulls at a roll of duct tape. Steve steps down and moves the step over.

NANCY: Hey.

Steve looks at Nancy.

NANCY (CONT'D): What you did, um, helping the kids...that was...really cool.

STEVE: Yeah.

Steve steps up.

STEVE (CONT'D): Those little shits are real trouble, you know?

Nancy nods.

NANCY: Believe me, I know.

Steve staples another part of the tarp to the top of the shed wall.

EXT. BYERS HOUSE (HAWKINS) – SIDE YARD – NIGHT

Lucas dumps rubbish onto the ground from the rubbish bins. He bends down and starts helping Dustin sort through it.

DUSTIN: Hey.

Lucas looks at Dustin.

DUSTIN: I'm...I'm sorry about Dart and all. I guess I just thought that he was my friend. I was wrong. I broke the rule of law, so if you want your girlfriend to take over my spot in the party, I understand.

LUCAS: She's not my girlfriend.

DUSTIN: I saw you two holding hands in the bus, Lucas.

LUCAS: She was just scared.

DUSTIN: Maybe, but I could feel it.

LUCAS: Feel what?

DUSTIN: The electricity.

Dustin picks up a pile of newspapers and walks away, towards the back of the house. Lucas watches him go, confused but thoughtful. He sighs.

INT. BYERS HOUSE (HAWKINS) – KITCHEN – NIGHT

Mike kneels below the sink, looking through the cupboard. Max sits on the ground behind him, taping cardboard to a chair. Mike pulls out a bottle of ammonia and sets it beside him before reaching into the cupboard.

MAX: I get why El was your mage now.

Mike looks behind him at Max.

MIKE: What?

MAX: Lucas. He told me all about her.

MIKE: Yeah, well, he shouldn't have. And just because you know the truth, it doesn't mean you're in our party. You do know that, right?

MAX: Yeah, I know.

Mike turns back to the cupboard.

MAX (CONT'D): I mean, why would you want a stupid zoomer in your party anyway?

Mike glances at Max but doesn't say anything.

MAX (CONT'D): I'm just saying, El? She sounds like she was really awesome.

MIKE: Yeah, she was.

Mike closes the cupboard doors and starts gathering what he pulled out.

MIKE (CONT'D): Until that thing took her. Just like it took Bob.

Mike stands up and walks away.

EXT. BYERS HOUSE (HAWKINS) – FRONT YARD – NIGHT

Jonathan and Joyce pull things off the washing lines. Jonathan pulls a towel off one of the lines.

JONATHAN: You sure this is gonna work?

JOYCE: He knew who I was. He's still in there. It's gonna work. It has to.

Joyce takes the towel from Jonathan and walks off. Jonathan walks to the end of the line and cuts the rope.

INT. BYERS HOUSE (HAWKINS) – SHED – NIGHT

Everyone works to cover everything in the shed with various materials, making it completely unrecognisable as the Byers shed. They use tarps, cardboard, newspapers, baking paper, anything they can get their hands on. Max sets down two chairs covered in cardboard against two of the poles, the chairs facing each other.

EXT. BYERS HOUSE (HAWKINS) – BACK YARD – NIGHT

Jonathan carries Will towards the shed.

INT. BYERS HOUSE (HAWKINS) – SHED – NIGHT

Jonathan carefully sits Will in one of the chairs, supporting his head. He and Hopper work together to tie Will to the chair. Joyce sticks a syringe into a vial and starts pulling up the liquid inside. Mike sets lights up at the top of the poles. Lucas plugs them in, and they turn on.

INT. BYERS HOUSE (HAWKINS) – SHED – NIGHT

Will sits on one of the chairs, tied in place. Mike, Jonathan, Joyce, and Hopper stand behind the other pole, looking at him. Hopper holds the bottle of ammonia. He looks at Joyce.

HOPPER: All right, you ready?

JOYCE: Yeah.

Hopper swirls the bottle around as he walks towards Will. He bends down in front of Will, tipping some ammonia onto two cotton buds. He holds the cotton buds under Will's nose. Will wakes up with a gasp, eyes wide.

INT. BYERS HOUSE (HAWKINS) – KITCHEN – NIGHT

Dustin looks out the window at the shed. He walks away from the window, taking off his hat and running his hand through his hair. As he walks into the dining room, the camera starts to pan to the hallway. It passes Nancy, who leans against the wall next to the phone, and past Steve, who practices swinging in the lounge rooms, before it lands on Lucas and Max, who sit opposite each other in the hallway.

MAX: If he finds out where we are...will he send those dogs after us?

LUCAS: He won't find out.

MAX: Yeah, but, if he does...

LUCAS: Judgement day.

INT. BYERS HOUSE (HAWKINS) – SHED – NIGHT

Will looks around. He sees Mike, Jonathan, Joyce, and Hopper standing a short distance in front of him, all looking at him. He struggles against the rope.

WILL: What? What? What is this?

He looks around. He struggles again.

WILL (CONT'D): What? What is this? Why am I tied up?

Joyce bends down in front of Will.

JOYCE: Will, we just wanna talk to you. We're not gonna hurt you.

WILL: Where am I?

Hopper bends down next to Joyce. He shows Will his drawing of the Mind Flayer.

HOPPER: You recognise this? Do you recognise this?

Will shakes his head.

JOYCE: Hey. We wanna help you. But to do that, we have to understand how to kill it.

WILL: Why am I tied up? Why am I tied up?

Hopper puts a hand on Will's shoulder.

WILL (CONT'D): Why am I tied up? Why am I tied up?

Will starts to flail. Hopper tries to hold him still.

JOYCE: Will.

HOPPER: Hey.

WILL: Why am I tied up?

The lights start to flicker.

WILL (CONT'D): Why am I tied up? Let me go! Let me go! Let me go! Let me go!

INT. BYERS HOUSE (HAWKINS) – KITCHEN – NIGHT

The lights flicker. Nancy, Steve, and Dustin walk to look at the shed through the door's window.

INT. BYERS HOUSE (HAWKINS) – SHED – NIGHT

Will flails. Hopper tries to hold him still.

WILL (CONT'D): Let me go! Let me go! Let me go! Let me go! Let me go!

JOYCE: Okay, okay!

WILL (CONT'D): Let me go! Let me go!

Will's yelling starts to get slower and less insistent, and he stops flailing.

WILL (CONT'D): Let me go! Let me go! Let me go! Let me go...go...

Hopper partially lets go of Will.

WILL (CONT'D): Go...

Will looks exhausted, partially slumped over. Hopper lets him go. Joyce moves backwards slightly and sits on the chair opposite Will. He stares at her.

JOYCE: Do you know what March 22nd is? It's your birthday. Your birthday. When you turned eight, I gave you that huge box of crayons. Do you remember that? It was 120 colours. And all your friends, they got you Star Wars toys, but all you wanted to do was draw with all your new colours. And you drew this huge spaceship, but it wasn't from a movie. It was your spaceship. A rainbow ship is what you called it. And you...you must have used every colour in the box. And I...I took that with me to Melvald's and I put it up and I...I told everyone who came in, "My son drew this". And you were so embarrassed.

Joyce chuckles.

JOYCE (CONT'D): But I was so proud. I was so, so proud.

Jonathan takes a shaky breath.

JONATHAN: Do you remember the day Dad left?

Will looks at Jonathan. Jonathan walks over and bends down in front of Will.

JONATHAN (CONT'D): We stayed up all night building Castle Byers...just the way you drew it. And it took so long because you were so bad at hammering.

Joyce and Jonathan both chuckle. A tear rolls part way down Jonathan's cheek.

JONATHAN (CONT'D): You'd miss the nail every time. And then it started raining, but we stayed out there anyway. We were both sick for like a week after that. But we just had to finish it, didn't we? We just had to.

MIKE (O.S.): Do you remember the first day that we met?

Will looks over at Mike. A tear sits on Mike's cheek.

MIKE (CONT'D): It was...it was the first day of kindergarten. I knew nobody. I had no friends, and...

Mike snuffles.

MIKE (CONT'D): I just felt so alone and so scared, but...

Mike snuffles.

MIKE (CONT'D): I saw you on the swings and you were alone, too. You were just swinging by yourself. And I just walked up to you and...I asked. I asked if you wanted to be my friend. And you said yes. You said yes. It was the best thing I've ever done.

JOYCE: Will, baby...

Will looks at Joyce.

JOYCE (CONT'D): If you're in there, just please...please talk to us.

Will looks as though he might cry.

JOYCE (CONT'D): Please, honey, please, can you do that for me? Please, I love you so much.

Will's expression slowly shifts from almost crying to almost emotionless.

WILL: Let me go.

Joyce sighs. Mike snuffles. Hopper, who has been at the back of the room and staring off into space, looks over at Will. He notices Will tapping on the chair leg.

INT. BYERS HOUSE (HAWKINS) – KITCHEN – NIGHT

Hopper walks inside, followed by Joyce, Jonathan, and Mike. He grabs an envelope and a pen from a stand on the wall and walks over to the kitchen table, sitting down.

DUSTIN: What happened?

Hopper starts writing on the back of the envelope. The others crowd around him.

HOPPER: I think he's talking, just not with words.

Hopper writes four morse code letters on the envelope, then starts to write their translations underneath.

STEVE: Uh, what is that?

MIKE, LUCAS, and DUSTIN (IN UNISON): Morse code.

HOPPER: H-E-R-E.

MIKE, LUCAS, DUSTIN, and MAX (IN UNISON): Here.

Joyce and Jonathan share a look.

HOPPER: Will's still in there. He's talking to us.

INT. BYERS HOUSE (HAWKINS) – JONATHAN'S ROOM – NIGHT

Jonathan walks in, grabbing his cassette player and a cassette.

INT. BYERS HOUSE (HAWKINS) – SHED – NIGHT

Jonathan sets the cassette player on the ground, putting the cassette in. He presses play. 'Should I Stay Or Should I Go' by the Clash starts playing. Jonathan sits on the chair opposite Will.

JONATHAN: Do you remember the first time I played you this? Mum and Dad were both arguing in the next room. So I played you the mix tape I made you. And it was the first time you got into music. Real music.

Will taps on the chair. Hopper holds a radio behind his back and presses the button in time with Will's tapping.

INT. BYERS HOUSE (HAWKINS) – KITCHEN – NIGHT

Lucas, Dustin, Max, Nancy, and Steve sit around the table. Dustin writes down what he hears.

DUSTIN: Dash, dot, dash, dot.

Lucas runs his finger down the Morse code guide to find the letter.

LUCAS: Okay, got it.

Lucas and Max look down the table to Nancy.

LUCAS and MAX (IN UNISON): C.

Nancy writes a C on the back of a notepad.

INT. BYERS HOUSE (HAWKINS) – SHED – NIGHT

Mike sits on the chair opposite Will.

MIKE: And then the party escaped into the sewers, and there were those big insect things, and you guys were still on level one.

Will taps on the chair. Hopper holds a radio behind his back and presses the button in time with Will's tapping.

INT. BYERS HOUSE (HAWKINS) – KITCHEN – NIGHT

Dustin writes down what he hears. Lucas looks for the translation before looking down the table at Nancy.

LUCAS: L.

Nancy writes an L on the back of the notepad.

DUSTIN: Dash, dash.

LUCAS: O.

Nancy writes an O on the back of the notepad.

INT. BYERS HOUSE (HAWKINS) – SHED – NIGHT

MIKE: Then you cast Fog Cloud and you saved us. You saved the whole party.

Will taps on the chair. Hopper holds a radio behind his back and presses the button in time with Will's tapping.

INT. BYERS HOUSE (HAWKINS) – KITCHEN – NIGHT

LUCAS: S.

Nancy writes an S on the back of the notepad.

INT. BYERS HOUSE (HAWKINS) – SHED – NIGHT

Joyce sits on the chair opposite Will.

JOYCE: You saw that little girl and she was in the sandbox and she was crying.

Will taps on the chair.

INT. BYERS HOUSE (HAWKINS) – KITCHEN – NIGHT

LUCAS: E.

Nancy writes an E on the back of the notepad.

INT. BYERS HOUSE (HAWKINS) – SHED – NIGHT

JOYCE: You gave her your Tonka Truck and I told you we couldn't afford to buy another one.

INT. BYERS HOUSE (HAWKINS) – KITCHEN – NIGHT

LUCAS: G.

Nancy writes a G on the back of the notepad.

INT. BYERS HOUSE (HAWKINS) – SHED – NIGHT

JOYCE: You said she should have it because she's sad. "She's sad, Mummy".

INT. BYERS HOUSE (HAWKINS) – KITCHEN – NIGHT

LUCAS: A.

Nancy writes an A on the back of the notepad.

INT. BYERS HOUSE (HAWKINS) – SHED – NIGHT

JOYCE: I love you so much.

INT. BYERS HOUSE (HAWKINS) – KITCHEN – NIGHT

LUCAS: T.

Nancy writes a T on the back of the notepad.

INT. BYERS HOUSE (HAWKINS) – SHED – NIGHT

JOYCE: So, so much.

INT. BYERS HOUSE (HAWKINS) – KITCHEN – NIGHT

LUCAS: E.

Nancy writes an E on the back of the notepad.

INT. BYERS HOUSE (HAWKINS) – SHED – NIGHT

The cassette finishes and stops playing.

INT. BYERS HOUSE (HAWKINS) – KITCHEN – NIGHT

Steve, Lucas, Dustin, and Max crowd around Nancy as she holds up the notepad.

STEVE, LUCAS, DUSTIN, MAX, and NANCY (IN UNISON): "Close Gate".

The phone rings, catching them off guard.

INT. BYERS HOUSE (HAWKINS) – SHED – NIGHT

Will sits up straight and looks in the direction of the phone as it rings.

INT. BYERS HOUSE (HAWKINS) – KITCHEN – NIGHT

Everyone starts to panic slightly. Dustin runs over to the phone, beating Nancy to it.

DUSTIN: Shit. Shit.

Dustin picks up the phone and slams it back onto the wall, hanging it up. Everyone breathes a sigh of relief. The phone rings again. Dustin grabs the phone to hang it up again. Nancy grabs hold of the phone on the wall and pulls it off, throwing it down the hallway with a grunt. She pants.

MAX: Do you think he heard that?

STEVE: It's just a phone. It could be anywhere. Right?

INT. BYERS HOUSE (HAWKINS) – SHED – NIGHT

Will's eyes roll into the back of his head before he closes his eyes, his eyelids fluttering as his eyes look side to side under them. He breathes heavily. Joyce puts a hand on his knee.

JOYCE: Hey. Hey, can you hear me?

INT. HAWKINS TUNNEL SYSTEM – NIGHT

The camera travels through the tunnels.

INT. BYERS HOUSE (HAWKINS) – SHED – NIGHT

Will's eyelids flutter as his eyes look side to side under them.

EXT. HAWKINS WOODS – NIGHT

The camera travels over the ground.

INT. BYERS HOUSE (HAWKINS) – SHED – NIGHT

Will's eyelids flutter as his eyes look side to side under them.

EXT. HAWKINS WOODS – NIGHT

The camera travels over the ground.

INT. BYERS HOUSE (HAWKINS) – SHED – NIGHT

Will's eyelids flutter as his eyes look side to side under them.

EXT. HAWKINS WOODS – NIGHT

The camera travels over the ground.

INT. BYERS HOUSE (HAWKINS) – SHED – NIGHT

Will's eyelids flutter as his eyes look side to side under them.

EXT. HAWKINS WOODS – NIGHT

The camera travels over the ground.

INT. BYERS HOUSE (HAWKINS) – SHED – NIGHT

Will's eyelids flutter as his eyes look side to side under them.

Will breathes heavily. Hopper bends down next to him.

HOPPER: It knows. It knows where we are.

Joyce stands up and walks over to the vial and syringe, which sit on a small table.

JOYCE: Oh, shit.

Joyce walks back to Will, stick the syringe into his shoulder and injecting him with a sedative. He slumps over. Joyce and Jonathan share a look.

EXT. BYERS HOUSE (HAWKINS) – BACK YARD – NIGHT

Hopper, Mike, and Jonathan run out, looking around. They hear screeching in the distance from somewhere in front of the house.

INT. BYERS HOUSE (HAWKINS) – LOUNGE ROOM – NIGHT

Nancy hears the screeching and turns to look out the windows at the front of the house. Dustin, Lucas, Max, and Steve join her, looking out the windows as well.

DUSTIN: That's not good.

INT. BYERS HOUSE (HAWKINS) – SHED – NIGHT

Jonathan, Mike, and Hopper run inside and over to Will.

JONATHAN: They're coming!

JOYCE: What?

The four of them work to untie Will.

HOPPER: Come on. We gotta go.

JONATHAN: Come on.

HOPPER: We gotta go.

JONATHAN: Okay.

EXT. BYERS HOUSE (HAWKINS) – BACK YARD – NIGHT

Jonathan walks out and heads towards the house, carrying Will. Mike, Joyce, and Hopper follow.

HOPPER: Come on, come on. Let's go. Let's go.

Hopper stops a short distance in front of the shed. He turns and runs over to the pile of things he created earlier, picking up a gun and a box of ammo.

INT. BYERS HOUSE (HAWKINS) – KITCHEN – NIGHT

Hopper walks inside and closes the door behind him. He cocks the gun and starts walking towards the dining room.

INT. BYERS HOUSE (HAWKINS) – DINING ROOM – NIGHT

Hopper grabs the gun from Hawkins Lab from its position against the dining room wall and walks into the lounge room.

INT. BYERS HOUSE (HAWKINS) – LOUNGE ROOM – NIGHT

Mike, Lucas, and Max look outside through the windows outside.

HOPPER (CONT'D): Hey. Hey, get away from the windows!

Mike, Lucas, and Max walk away from the windows and move to the other side of the room. Hopper walks to the far end of the room. He holds one of the guns out to Jonathan.

HOPPER (CONT'D): Do you know how to use this?

JONATHAN: What?

HOPPER: Can you use this?

JONATHAN: Um...

NANCY: I can.

Hopper tosses the gun to Nancy. She catches it and loads it, aiming it at the windows. Hopper aims his gun at the windows. Steve holds his bat at the ready. Lucas has his slingshot aimed. Mike holds a candlestick. Those who don't have weapons stay behind those who do.

MAX: Where are they?

There's screeching in the distance. A loud thudding to the right makes everyone turn in that direction.

NANCY: What are they doing?

The trees outside the dining room window rustle. There's chittering. A snarling back to the front of the house makes everyone turn again. There's screeching, then the groaning of an animal in pain. There's more screeching. The screeching stops suddenly. A demodog is suddenly thrown through the window and into the lounge room, landing in the far corner. Everyone jumps back with a scream. The demodog doesn't move, laying on its side. Everyone stares at it, weapons at the ready. Hopper approaches it very slowly, the others doing the same.

DUSTIN: Holy shit.

MAX: Is it dead?

Hopper nudges the demodog's head. It flops to the side, the demodog unresponsive. Hopper starts to lower his gun. The porch outside the front door creaks, and everyone whips around to face the door. The lock unlocks by itself. Everyone aims their weapons again, with Hopper pushing his way to the front. The chain lock slides open by itself, the chain hanging loose. The door slowly swings open and Eleven steps inside. Everyone lowers their weapons upon seeing her, staring in shock. Mike steps forward, looking as though he might cry. Eleven looks relieved upon seeing him. Mike smiles. Eleven smiles back.

Cut to black.

END EPISODE.